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IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

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IEEE STD IEEE Standard

1. Low-cost checkpointing and failure recovery in mobile computing systems

Prakash, R.; Singhal, M.
Parallel and Distributed Systems, IEEE Transactions on
Volume: 7 Issue: 10 Oct 1996
Page(s): 1035-1048
Digital Object Identifier 10.1109/71.539735

Summary: A mobile computing system consists of mobile and stationary nodes, connected to each other by a communication network. The presence of mobile nodes in the system places constraints on the permissible energy consumption and available communication ban.....

[AbstractPlus](#) | [References](#) | Full Text: [PDF](#) IEEE JNL
2. Frame-free video

Vasconcelos, N.; Lippman, A.
Image Processing, 1996. Proceedings., International Conference on
Volume: 3 16-19 Sep 1996
Page(s): 375-378 vol.3
Digital Object Identifier 10.1109/ICIP.1996.560509

Summary: Current digital video representations emphasize compression efficiency, lacking some of the flexibility required for interactive manipulation of digital bitstreams. We present a video representation which can encompass both space and time, providing

[AbstractPlus](#) | Full Text: [PDF](#) IEEE CNF
3. Wait-free snapshots in real-time systems: algorithms and performance

Ermedahl, A.; Hansson, H.; Papatriantafylou, M.; Tsigas, P.
Real-Time Computing Systems and Applications, 1998. Proceedings. Fifth International Conference on
27-29 Oct 1998
Page(s): 257-266
Digital Object Identifier 10.1109/RTCSA.1998.726426

Summary: Snap-shot mechanisms are used to read a globally consistent set of variable values. Methods based on locking are penalized by blocking, which typically leads to difficulties in guaranteeing deadlines of high priority tasks. A method which combines th.....

[AbstractPlus](#) | Full Text: [PDF](#) IEEE CNF
4. An application-transparent, platform-independent approach to rollback-recovery for mobile agent systems

Gendelman, E.; Bic, L.F.; Dillencourt, M.B.
Distributed Computing Systems, 2000. Proceedings. 20th International Conference on
2000
Page(s): 564-571
Digital Object Identifier 10.1109/ICDCS.2000.840971

Summary: This paper proposes a new approach to rollback-recovery for mobile agent systems, and describes its implementation in the MESSENGERS mobile agents system. The used checkpointing method allows the implementation of a space and time efficient, user-tra.....

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IEE JNL	IEE Journal or Magazine
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IEEE STD	IEEE Standard

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 Prakash, R.; Singhal, M.;
 Parallel and Distributed Systems, IEEE Transactions on
 Volume 7, Issue 10, Oct. 1996 Page(s):1035 - 1048
 Digital Object Identifier 10.1109/71.539735
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 Shrira, L.; Xu, H.;
 Data Engineering, 2005. ICDE 2005. Proceedings. 21st International Conference on
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 Mon Wei Wu; Kuo, C.J.;
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 Ermedahl, A.; Hansson, H.; Papatriantafillou, M.; Tsigas, P.;
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1 [Migration: Optimizing the migration of virtual computers](#)

Constantine P. Sapuntzakis, Ramesh Chandra, Ben Pfaff, Jim Chow, Monica S. Lam, Mendel Rosenblum

 December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue S1

 Full text available: [pdf\(1.68 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper shows how to quickly move the state of a running computer across a network, including the state in its disks, memory, CPU registers, and I/O devices. We call this state a *capsule*. Capsule state is hardware state, so it includes the entire operating system as well as applications and running processes. We have chosen to move x86 computer states because x86 computers are common, cheap, run the software we use, and have tools for migration. Unfortunately, x86 c ...

2 [Scaling irregular parallel codes with minimal programming effort](#)

Dimitrios S. Nikolopoulos, Constantine D. Polychronopoulos, Eduard Ayguadé

 November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**

 Full text available: [pdf\(153.05 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The long foreseen goal of parallel programming models is to scale parallel code without significant programming effort. Irregular parallel applications are a particularly challenging application domain for parallel programming models, since they require domain specific data distribution and load balancing algorithms. From a performance perspective, shared-memory models still fall short of scaling as well as message-passing models in irregular applications, although they require less coding effort ...

3 [PACT 2001 workshops: Exploiting memory affinity in OpenMP through schedule reuse](#)

D. S. Nikolopoulos, E. Artiga, E. Ayguadé, J. Labarta

 December 2001 **ACM SIGARCH Computer Architecture News**, Volume 29 Issue 5

 Full text available: [pdf\(714.85 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we explore the idea of reusing loop schedules to improve the scalability of numerical codes in shared-memory architectures with non-uniform memory access. The main objective is to implicitly construct affinity links between threads and data accesses and reuse them as much as possible along the execution of the program. These links are created through the definition and reuse of iteration schedules which are either defined statically by the user or created dynamically at run time. T ...

Keywords: OpenMP, computation affinity, data, page placement, shared-memory programming models



4 An analytical cache model

A. Agarwal, J. Hennessy, M. Horowitz

May 1989 **ACM Transactions on Computer Systems (TOCS)**, Volume 7 Issue 2

Full text available:  [pdf\(2.51 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Trace-driven simulation and hardware measurement are the techniques most often used to obtain accurate performance figures for caches. The former requires a large amount of simulation time to evaluate each cache configuration while the latter is restricted to measurements of existing caches. An analytical cache model that uses parameters extracted from address traces of programs can efficiently provide estimates of cache performance and show the effects of varying cache parameters. By repre ...



5 Cache performance of operating system and multiprogramming workloads

Anant Agarwal, John Hennessy, Mark Horowitz

November 1988 **ACM Transactions on Computer Systems (TOCS)**, Volume 6 Issue 4

Full text available:  [pdf\(3.16 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Large caches are necessary in current high-performance computer systems to provide the required high memory bandwidth. Because a small decrease in cache performance can result in significant system performance degradation, accurately characterizing the performance of large caches is important. Although measurements on actual systems have shown that operating systems and multiprogramming can affect cache performance, previous studies have not focused on these effects. We have developed a pro ...

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1 [ITP: an image transport protocol for the internet](#)



Suchitra Raman, Hari Balakrishnan, Murari Srinivasan

June 2002 **IEEE/ACM Transactions on Networking (TON)**, Volume 10 Issue 3Full text available: [pdf\(321.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Images account for a significant and growing fraction of Web downloads. The traditional approach to transporting images uses TCP, which provides a generic reliable in-order bytestream abstraction, but which is overly restrictive for image data. We analyze the progression of image quality at the receiver with time, and show that the in-order delivery abstraction provided by a TCP-based approach prevents the receiver application from processing and rendering portions of an image when they actually ...

Keywords: computer networks, congestion control, internetworking, network adaptation, selective reliability, transport protocols

2 [Status report of the graphic standards planning committee](#)



Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3Full text available: [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

3 [Hardware independent programming for a computer graphics course](#)



Michael K Mahoney

December 1986 **ACM SIGCSE Bulletin**, Volume 18 Issue 4Full text available: [pdf\(361.18 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

4 [Towards efficient fine-grain software pipelining](#)



Guang R. Gao, Herbert H. J. Hum, Yue-Bong Wong

June 1990 **ACM SIGARCH Computer Architecture News , Proceedings of the 4th international conference on Supercomputing**, Volume 18 Issue 3Full text available: [pdf\(1.15 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Dataflow software pipelining was proposed as a means of structuring fine-grain parallelism and has been studied mostly under an idealized dataflow architecture model with infinite resources[9]. In this paper, we investigate the effects of software pipelining under realistic architecture models with finite resources. Our target architecture is the McGill Dataflow Architecture which employs conventional pipelined techniques to achieve fast instruction executi ...

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1 Leases: an efficient fault-tolerant mechanism for distributed file cache consistency

C. Gray, D. Cheriton

 November 1989 **ACM SIGOPS Operating Systems Review , Proceedings of the twelfth ACM symposium on Operating systems principles**, Volume 23 Issue 5

 Full text available: [pdf\(1.13 MB\)](#)

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Caching introduces the overhead and complexity of ensuring consistency, reducing some of its performance benefits. In a distributed system, caching must deal with the additional complications of communication and host failures. Leases are proposed as a time-based mechanism that provides efficient consistent access to cached data in distributed systems. Non-Byzantine failures affect performance, not correctness, with their effect minimized by short leases. An anal ...

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1 [A high performance multi-structured file system design](#)

Keith Muller, Joseph Pasquale

 September 1991 **ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles**, Volume 25 Issue 5

Full text available: pdf(1.40 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

File system I/O is increasingly becoming a performance bottleneck in large distributed computer systems. This is due to the increased file I/O demands of new applications, the inability of any single storage structure to respond to these demands, and the slow decline of, disk access times (latency and seek) relative to the rapid increase in CPU speeds, memory size, and network bandwidth. We present a *multi-structured file system* designed for high bandwidth I/O and fast response. Our design ...

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